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in: Canon Expansions, Witcher190, Magic, Humans

Anomaly



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This article is an expansion based on a canon element. For canon information, follow the link to The Witcher Wiki: [Joanna Selborne](#).This article is an expansion based on a canon element. For canon information, follow the link to The Witcher Wiki: [Curse of the Black Sun](#).This fan-fiction article, **Anomaly**, was written by [Witcher190](#). Please do not copy and paste this fan-fiction without the writer's permission.

Anomalies or Homo Sapiens

Anomalus are strange and extremely rare human beings that defy the known laws of the world. Many scholars consider them the link between ordinary people and Sources—individuals born with a natural affinity for magical abilities that become difficult to control once they have bloomed. **Psionics**, also known as feelers, are individuals who use psionic abilities (magical mental powers that draw solely from their psyche and vital energy rather than any elemental source) but are not properly trained mages. They are considered anomalies as they are usually born with one or three of these abilities and aren't capable of being trained as mages for unknown reasons despite having some form of magical affinity. The most famous psionic, Joanna Selborne, for example, was only able to use telepathy, telempathy and precognition (however this last one only under hypnosis) This suggests that the abilities of psionics might manifest in various forms and strengths, potentially influenced by their mental state and external conditions. Unlike other anomalies,

Anomaly



Ivar "Evil-Eye" a witcher of the Order of Witches and founder of the School of the Viper, which became an anomaly capable of having "visions of other worlds"

Taxonomy

Classification Subspecies of the *Homo Sapiens*

Species *Homo Sapiens*

Subspecies *Homo Venator Anomalus* (only one case reported, Ivar "Evil Eye")

Physiology

Height Same as normal humans

Ecology

Lifespan Variable depending on the

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who typically possess a single unique ability, psionics like Joanna Selborne can have a triad of powers that are deeply interconnected with their psychological and emotional well-being.

unique ability or abilities

Intelligence	Usually same as normal humans
Nature	Same as normal humans
Range	Same as normal humans
Habitat	Same as normal humans
Diet	Same as normal humans



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Variability of Anomalies

Not all anomalies are the same. Some possess vitality that defies all reason, allowing them to age more slowly and have longer lifespans, while others have unique abilities that set them apart from ordinary people and potential mages. Anomalies typically have one ability, but in some cases, such as psionics, they can have at least two or three. Each anomaly is unique, with a distinct peculiarity that often serves as a sign of their anomalous nature.

For instance, [Yava](#) and [Carria](#), two of the most famous anomalies besides Joanna, each had different and unique abilities despite having the same condition. Yava's peculiarity was that her reflection would move independently of her, acting out scenes or gestures that did not correspond to her current actions. Her daughter [Carria](#), on the other hand, had the ability to make anyone she touched for the first time experience a brief vision of a deceased loved one. This phenomenon often brought solace or closure to the individuals she encountered, highlighting the mysterious and varied nature of anomalous abilities.

Common Traits Among Anomalies

Although most anomalies can't be classified into specific groups, with the exception of psionics and a few others such as elementalists, they share a common trait. Regardless of their unique abilities, all anomalies possess the ability, whether they know it or not, to emit a 'pulse' of Chaos (magic) from their hand as a means of self-defense. This pulse is a manifestation of their innate, though lesser, magical energy and serves as a last-resort mechanism to protect them from harm. Sources have a similar ability under extreme stress, which is far more dangerous and destructive.

History ⚡

Origins and Theories ⚡

The origins of anomalies are shrouded in mystery. It is unclear when anomalies first appeared in the world, but some scholars theorize that they emerged soon after the [First Conjunction of the Spheres](#). This event is believed to have caused various mutations and changes among the new inhabitants of the world. For example, [True Higher Vampires](#) evolved rapidly to resist sunlight, and in humans, the appearance of Sources and possibly anomalies among them.

Anomalies are believed to be a product of these magical mutations that later introduced the Source gene into the human gene pool. They potentially serve as the missing link between ordinary humans and Sources, representing the step necessary for humans to later be born as Sources. The genes responsible for anomalies appear sporadically and unpredictably in human populations, making it difficult to predict or track their occurrence. This theory suggests that anomalies represent an intermediate evolutionary step between ordinary humans and Sources, embodying traits that hint at the potential for greater magical capabilities.

The origin of this theory for its part can be traced to the first studies of girls born under the Curse of the Black Sun as some of them (not all), show signs of unique mutations that make them anomalies. One notable case was the [bounty hunter](#) Maxii van Dekkar in the 10th century, which was born with immunity to [magic](#).

Patterns and Inheritance ⚡

Despite the sporadic and unpredictable nature of their abilities, some patterns have been observed. Certain anomalies might share similar traits across multiple generations, although this is rare. For instance, Yava and Carria demonstrated unique but related abilities, both connected to the [Ether Plane](#) and the Para-Elemental Plane of Shadow (a product of the interaction between the Ether Plane and the Para-Elemental Plane of Light). This suggests a hereditary component to their anomalous nature.

Researchers have noted that while direct inheritance of specific abilities is uncommon, with the same abilities appearing only every four generations, the potential for anomalous traits seems to be passed down within certain bloodlines. This suggests that anomalies might carry latent genetic markers that can activate under particular conditions or environmental influences. This also led to the theory that Ivar "Evil-Eye," the witcher founder of the [School of the Viper](#), was not an artificial anomaly who gained the ability to have visions of other worlds in his "evil eye" but rather an anomaly or a person with latent anomaly genetic markers activated through the experimental trial he was subjected to during the time of the [Order of Witchers](#). This could explain why, when the trial was recreated in the [School of the Crane](#) Witcher, [Ezeld "The Parrot"](#), the trial failed. However, many in the School of the Crane, including the mage in charge of the mutations, believed that this was due to a transcription error in the information retrieved about the trial of the extinct Order of Witchers. This caused Ezeld to gain not the intended ability, but rather a slightly higher tolerance to poisons. The truth about whether this trial needs latent anomaly genetic markers to gain the ability to see other worlds remains uncertain.

Known Anomalies ⚡

- Carria
- Elementalists
- Feelers
- Girls born under the Curse of the Black Sun

- Maxii van Dekkar
- Joanna Selborne
- Ivar "Evil Eye" (unknown if artificial or natural)
- Leo Bonhart (theorized)
- Yava

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